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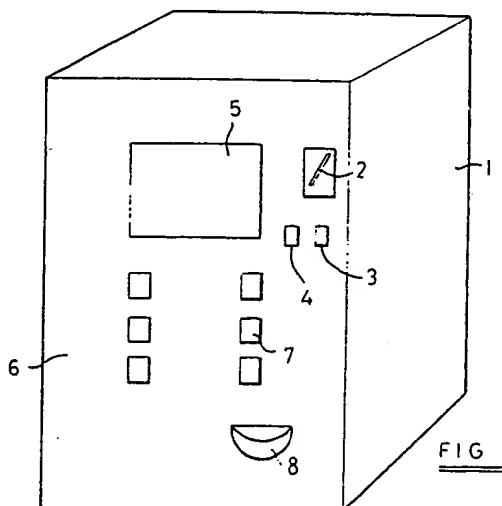
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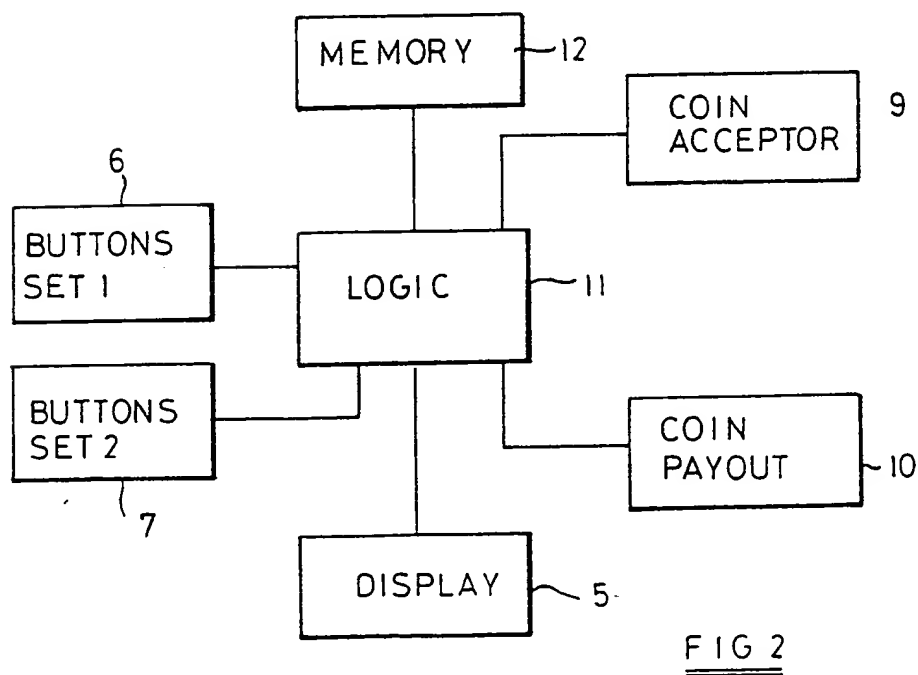
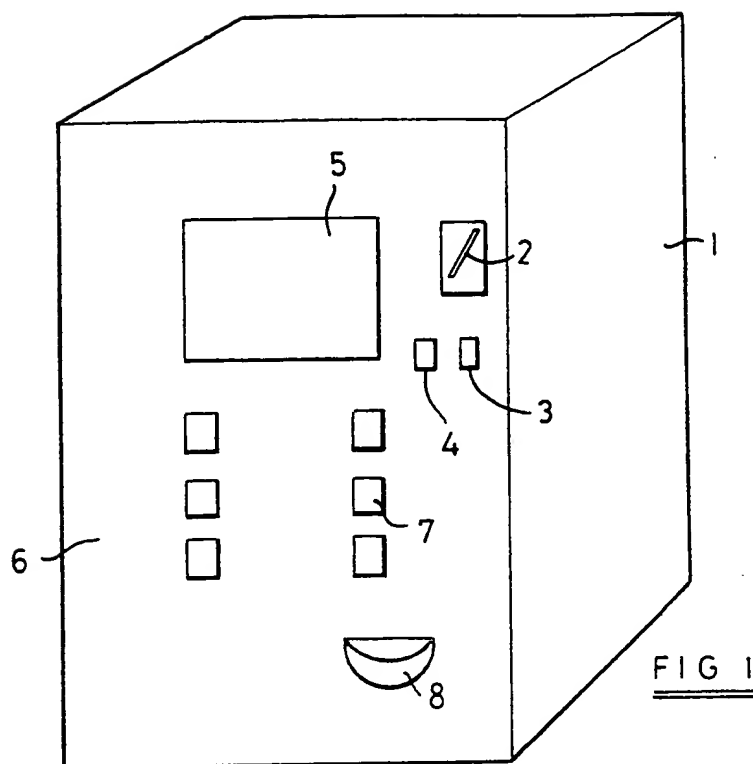
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(54) An amusement with prizes game apparatus

(57) In a game apparatus of the amusement-with-prizes type, which is coin or token feed, separate control elements 6,7 are provided for each of two players. The game apparatus includes a game or quiz such that players may score points or obtain benefits. The points or benefits obtained by the two players are combined.



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## Description of Invention

5 Improvements in or relating to an amusement with prizes  
game apparatus.

10 THE PRESENT INVENTION relates to an amusement  
with prizes game apparatus. The term amusement with  
prizes game apparatus is used in a broad context to in-  
clude also gaming machines.

15 It has been proposed previously to provide an  
amusement with prizes game apparatus which is a coin or  
token-freed machine. When the game is actuated, a  
screen, that forms part of the game, displays a question  
and three possible answers to the question. Three push-  
buttons are provided on the face of the machine, each  
corresponding to one of the possible answers. A player  
20 must press the button which he believes is associated  
with the correct answer to the question.

25 If the player does press the correct button or,  
in other words, answers the question correctly, another  
question and three possible answers is presented.

30 It is common, in such games, for the game to  
terminate as soon as an incorrect answer is given. How-  
ever, a prize is awarded if a predetermined number of  
correct answers are given.

The present invention seeks to provide an im-

proved amusement with prizes machine of this type.

5 According to this invention there is provided a  
game apparatus of the amusement with prizes type, said  
apparatus comprising a coin or token receiving mechanism,  
means to enable a game, quiz or the like to be  
played by two players, separate control elements being  
provided for each player, the game or quiz being such  
that players may score points or obtain benefits, the  
10 points or benefits obtained by the two players being  
combined.

15 Preferably the game is in the form of a quiz, a  
game comprising a display arrangement adapted to display  
a question and a plurality of possible answers to the  
question, each player being provided with a corresponding  
plurality of push-buttons, with one push-button  
corresponding to each potential answer to the question.

20 Conveniently the arrangement may be such that  
if a player does not perform correctly they may be excluded  
from the game, the machine being adapted to enable an  
excluded player to re-continue the game upon inserting  
another coin or token.

25 Preferably the game is adapted to pay out  
prizes, whenever the combined points or benefits obtained  
by a pair of players exceeds a predetermined limit.

30 Conveniently means are provided to regulate  
the level of prizes paid out.

35 Advantageously the prizes are monetary prizes,  
and the machine is adapted so that in a series of games  
the total of the prizes awarded is equivalent to fifty  
per cent of the total value of the coins or tokens in-

serted in the machine.

5 In one embodiment the game is a quiz and in order to regulate the prize levels the questions to be asked are selected to be of increasing or decreasing difficulty.

10 Alternatively the game is a quiz and in order to regulate the prize levels the time provided for players to answer each question is increased or decreased.

15 In order that the invention may be more readily understood, and so that further features thereof may be appreciated, the invention will now be described, by way of example with reference to the accompanying drawing in which,

20 FIGURE 1 is a perspective view of one embodiment of a game in accordance with the invention and,

FIGURE 2 is a block diagram of the arrangement within the game.

25 Referring initially to Figure 1 a game apparatus in accordance with the invention is contained within a housing 1. The housing presents a slot 2 adapted to receive coins or tokens, the slot being associated with a conventional coin validating device. Associated  
30 with the slot are two push-buttons 3,4 and, when coins or tokens are inserted in the slot either the button 3 will be pressed to indicate that one player only is utilising the apparatus, or the button 4 will be pressed to indicate that two players are utilising the apparatus.  
35 If two players utilise the apparatus, then two coins or tokens will have to be inserted in the slot.

When the game apparatus is utilised by only one player, the game will operate as a prior proposed game. However, when the game apparatus is utilised by two players, the game will operate in a different way.

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The game apparatus incorporates a display screen 5, which may be of the cathode-ray-tube type. Associated with the display screen 5 are two sets of buttons 6,7, each comprising three buttons. The game apparatus also comprises a pay-out hopper 8.

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As can be seen from Figure 2 the game apparatus comprises a coin acceptor mechanism 9 associated with the slot 2 and a coin pay-out mechanism 10 associated with the hopper 8. These are controlled by a central logic arrangement 11 which may comprise a micro-processor or the like. The logic arrangement is adapted to receive signals from the sets of buttons 6 and 7. The logic arrangement is also associated with a memory 12 which contains signals representative of a number of questions and of a plurality of possible answers to each question, only one of which is correct. The logic is also associated with the display screen 5.

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In operation of the game, when the game is to be played by two players, the button 4 will be pressed and two coins inserted in the slot 2. A question will then be displayed upon the screen 5, together with three possible answers. Each answer is associated with one of the buttons of the first set of buttons 6 and also with one of the buttons of the second set of buttons 7. A first player will select and press one of the buttons 6 which corresponds, as he believes, to the correct answer, and a second player will perform a similar task with the second set of buttons 7. If both the players press the correct button, or in other words if both the players answer the question correctly, then each player

5 scores a predetermined number of points, or obtains a predetermined benefit. If only one player is correct, then only that player obtains the points or the benefit. The points or benefits scored by the two players are combined. Thus two skillful players may reach a level of points where a prize is awarded relatively quickly.

10 The duration of the game, for each player, may be terminated as soon as the player provides a wrong or incorrect answer, or, alternatively, the arrangement may be such that a player may be able to give a predetermined number of wrong answers, such as five wrong answers for example, before his play is terminated. However, any player whose play is terminated because he  
15 has given one or more wrong answers may be able to continue playing in the game by inserting another coin or token in the slot 2. Thus a players excluded from the game because he has provided too many wrong answers may "buy back" into the game.

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The logic arrangement 11 will be adapted so that the prizes paid out are adjusted in such a way that over a predetermined number of games the value of the prizes awarded is equal to fifty per cent of the value  
25 of the coins or tokens inserted into the machine. This may be accomplished in various ways. For example, the difficulty of the questions may be increased or decreased dependent upon the level of payout, and/or the time given to answer each question may be increased or  
30 decreased depending upon the level of payout.

Typically a payout will be provided when a predetermined number of questions have been answered correctly.

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Whilst the invention has been described above with reference to one example of the invention it is to

be appreciated that many modifications may be effected without departing from the scope of the invention as defined by the following Claims.

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# CLAIMS

1. A game apparatus of the amusement with prizes  
5 type, said apparatus comprising a coin or token receiving mechanism, means to enable a game, quiz or the like to be played by two players, separate control elements being provided for each player, the game or quiz being such that players may score points or obtain benefits,  
10 the points or benefits obtained by the two players being combined.
2. A game apparatus according to Claim 1 wherein  
15 the game is in the form of a quiz, a game comprising a display arrangement adapted to display a question and a plurality of possible answers to the question, each player being provided with a corresponding plurality of push-buttons, with one push-button corresponding to each potential answer to the question.  
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3. A game apparatus according to Claim 1 or Claim 2 wherein the arrangement may be such that if a player does not perform correctly they may be excluded from the game, the machine being adapted to enable an  
25 excluded player to re-continue the game upon inserting another coin or token.
4. A game apparatus according to any one of the preceding Claims wherein the game is adapted to pay out  
30 prizes, whenever the combined points or benefits obtained by a pair of players exceeds a predetermined limit.
5. A game apparatus according to Claim 4 wherein  
35 means are provided to regulate the level of prizes paid out.

6. A game apparatus according to Claim 5 wherein the prizes are monetary prizes, and the machine is adapted so that in a series of games the total of the prizes awarded is equivalent to fifty per cent of the total value of the coins or tokens inserted in the machine.

7. A game apparatus according to Claims 5 or 6 wherein the game is a quiz and in order to regulate the prize levels the questions to be asked are selected to be of increasing or decreasing difficulty.

8. A game apparatus according to Claims 5 or 6 wherein the game is a quiz and in order to regulate the prize levels the time provided for players to answer each question is increased or decreased.

9. A game apparatus substantially as herein described with reference to and as shown in the accompanying drawings.

10. Any novel feature or combination of features disclosed herein.

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